

WHAT IS CLAIMED IS:

1. A method of transmitting a command in a gaming network, the method comprising:
generating a command based upon an event at a gaming machine;
digitally signing the command; and
5 transmitting the command to a receiving node for re-hashing and verification.
2. The method of claim 1, the method comprising monitoring events on the gaming machine prior to generating the command.
3. The method of claim 2, wherein monitoring is performed by master server and the receiving node is a slave server.
- 10 4. The method of claim 1, wherein monitoring events is performed by a slave server and the receiving node is an electronic gaming machine.
5. The method of claim 1, wherein the event further comprises an event triggering a bonus is to be paid.
6. The method of claim 1, wherein the command further comprises comprises a bonus
15 command.
7. The method of claim 1, wherein transmitting the command comprises transmitting a first digitally signed bonus command to a slave server and transmitting a second digital signed bonus command to the one electronic gaming machine.
8. The method of claim 1, wherein the method comprises transmitting an unsigned message
20 after the generation of the bonus command and digitally signing the bonus command at a slave server.
9. A method of awarding a bonus in a gaming network, the method comprising:
generating a bonus command;
digitally signing the bonus command; and
25 transmitting the bonus command to a one electronic gaming machine.
10. The method of claim 9, the method comprising monitoring play at a group of electronic gaming machines.
11. The method of claim 10, the method comprising determining that one of the group of electronic gaming machines is to receive a bonus;
- 30 12. The method of claim 9, wherein generating a bonus command is performed by a master server.
13. The method of claim 9, wherein generating a bonus command is performed by a slave server.

14. The method of claim 9, wherein transmitting the bonus command comprises transmitting a first digitally signed bonus command to a slave server and transmitting a second digital signed bonus command to the one electronic gaming machine.
15. The method of claim 9, wherein the method comprises transmitting an unsigned message
5 after the generation of the bonus command and digitally signing the bonus command at a slave server.
16. A method of verifying a command in a gaming network, the method comprising:
receiving a command message with a digital signature at a subservient device in a gaming network;
10 verifying the digital signature at the subservient device; and
executing the command message at the subservient device, if the signature verifies.
17. The method of claim 16, receiving a command message with a digital signature at a subservient device comprising receiving a command message with a digital signature at a slave server.
- 15 18. The method of claim 16, receiving a command message with a digital signature at a subservient device comprising receiving a command message with a digital signature at an electronic gaming machine.
19. The method of claim 16, executing the command at the subservient device comprising
20 generating a second command message, providing a digital signature to the second command message and transmitting the second command message with the digital signature.
20. The method of claim 16, executing the command comprising paying a bonus to a player at an electronic gaming machine.
21. A method of verifying a bonus in a gaming network, the method comprising:
25 receiving a bonus message with a digital signature at a subservient device in a gaming network;
verifying the digital signature at the subservient device; and
paying a bonus specified in the bonus message at the subservient device, if the signature verifies.
- 30 22. The method of claim 21, the method comprising notifying a system administrator if the message does not verify.

23. The method of claim 21, verifying the digital signature at the subservient device comprising generating a second command message, providing a digital signature to the second command message and transmitting the second command message with the digital signature.

5